

**Listing of Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Previously Presented) A method of operating a gaming machine, comprising the steps of:
  - providing a first game of chance on the gaming machine which has a first set of positions for a first set of game elements and concludes in a monetary outcome;
  - providing a second game of chance on the same gaming machine which has a second set of positions for a second set of game elements, wherein said second set of positions is different than said first set of positions, and said second set of game elements is different than said first set of game elements, and said second game having the potential on every play thereof for achieving only a prize award which is non-monetary;
  - placing a wager;
  - operating said first game of chance;
  - operating said second game of chance in conjunction with said first game of chance and in a manner unrelated to any outcome in said first game of chance; and
  - awarding any prize achieved in said second game of chance irrespective of any outcome in said first game of chance.
2. (Cancelled)
3. (Original) The method of Claim 1 wherein said award is a tangible good.
4. (Original) The method of Claim 3 wherein said prize award also includes a service.
5. (Original) The method of Claim 1 wherein said prize award is registered as a point value.
6. (Original) The method of Claim 1 wherein said second game of chance is operated only once and at the beginning of the first game of chance.

7. (Original) The method of Claim 1 wherein said second game of chance is a game having a plurality of differing prize indicia, a preset number of said prize indicia being displayed in the course of said second game through a random selection, and said prize award is achieved through a predetermined association of said prize indicia.

8. (Original) The method of Claim 7 wherein there are a plurality of different prize awards.

9. (Original) The method of Claim 8 wherein said association is a match between a predetermined number of prize indicia.

10. (Original) The method of Claim 8 wherein said first game of chance is a card game and wherein said step of providing said first game of chance includes dealing a hand of cards to a player, and wherein said step of providing a second game of chance includes displaying said randomly selected prize indicia in a like number to said cards in said hand.

11. (Original) The method of Claim 10 wherein said card game is a five card poker game, and five randomly selected prize indicia are displayed.

12. (Currently Amended) The method of Claim 8 10 wherein said card game further comprises the step of dealing an opening hand of cards from which a player can choose to select cards to hold as well as select cards to discard, and wherein said second game of chance is operated only in conjunction with said opening hand.

13. (Currently Amended) The method of Claim 8 10 wherein said card game further comprises the step of dealing an opening hand of cards from which a player can choose to select cards to hold as well as select cards to discard, and displaying an opening display of prize indicia associated in a one to one correspondence with a card in said hand, each opening prize indicia being selected as well as discarded in accordance with its associated card, said card game including the further step of replacing any discarded card with another randomly selected card and said second game of chance including the step of replacing any discarded prize indicia with another randomly selected prize indicia.

14. (Original) The method of Claim 8 wherein said first game of chance is a slot game having a reel display with a plurality of reels having first game indicia thereon, and

wherein said step of providing said first game of chance includes a display of randomly selected first game indicia for each reel, and wherein said step of providing a second game of chance includes displaying said randomly selected prize indicia in a like number to said reels.

15. (Original) The method of Claim 8 wherein said prize awards are tangible goods.
16. (Original) The method of Claim 8 wherein said prize awards are goods and services.
17. (Original) The method of Claim 8 wherein said prize awards are slot club points.
18. (Original) The method of Claim 7 wherein said prize award is registered as a point value.
19. (Original) The method of Claim 18 wherein a predetermined schedule of different prizes is provided with a prize being earned through achievement of a preset point value for each said prize.
20. (Original) The method of Claim 8 including the further step of providing a third game which is a bonus game, and wherein one of said plurality of different said prize awards in said second game is the ability to operate said bonus game.
21. (Original) The method of Claim 1 including the further step of providing a player tracking system in which players are selectively enrolled, and wherein said second game of chance is only operated if a player is enrolled in said player tracking system.
22. (Previously Presented) The method of Claim 1 including the further step of providing a mechanism for registering a wager input for a player, and further including the step of requiring a wager input of a first threshold value being placed by a player before operating said first game of chance and further requiring that said wager input is greater in value than said first threshold value before operating said second game of chance.
23. (Original) The method of Claim 1 wherein said first game of chance is a card game employing a deck of cards, wherein said second game of chance is a game having a plurality of differing prize indicia, wherein said step of providing said second game of chance includes assigning a prize indicia to each card of said deck of cards, wherein said step of

providing said first game of chance includes dealing a hand of cards to a player from said deck of cards, wherein said step of providing said second game of chance includes displaying said prize indicia of said hand of cards, and said prize award is achieved through a predetermined association of said prize indicia.

24. (Original) The method of Claim 23 wherein said deck of cards is visual.
25. (Original) The method of Claim 23 wherein said deck of cards is physical.
26. (Original) The method of Claim 23 wherein there are a plurality of different prize awards.
27. (Original) The method of Claim 26 wherein said association is a match between a predetermined number of prize indicia of said hand of cards.
28. (Original) The method of Claim 26 wherein said card game is a five card poker game, and five randomly selected prize indicia are displayed.
29. (Original) The method of Claim 26 wherein said card game further comprises the step of dealing an opening hand of cards from which a player can choose to select cards to hold as well as select cards to discard, and wherein said second game of chance is operated only in conjunction with said opening hand.
30. (Original) The method of Claim 26 wherein said card game further comprises the step of dealing an opening hand of cards from which a player can choose to select cards to hold as well as select cards to discard, and displaying an opening display of prize indicia associated in a one to one correspondence with a card in said hand, each opening prize indicia being selected as well as discarded in accordance with its associated card, said card game including the further step of replacing any discarded card with another randomly selected card and said second game of chance including the step of replacing any discarded prize indicia with another randomly selected prize indicia.
31. (Original) The method of Claim 26 wherein said prizes are tangible goods.
32. (Original) The method of Claim 26 wherein said prizes are goods and services.

33. (Original) The method of Claim 26 including the further step of providing a third game which is a bonus game, and wherein one of said plurality of different prize awards in said second game is the ability to operate said bonus game.

34. (Original) The method of Claim 26 wherein said prize award is registered as a point value.

35. (Original) The method of Claim 34 wherein a predetermined schedule of different prizes is provided with a prize being earned through achievement of a preset point value for each said prize.

36. (Previously Presented) A method of operating a gaming machine, comprising the steps of:

providing a first game of chance in a first position on the gaming machine, said first game of chance is a slot game having a reel display with a plurality of reels having first game indicia thereon;

providing a second game of chance in a second position on the same gaming machine, wherein said second position is different than said first position, which said second game of chance has the potential for achieving only a prize award which is non-monetary, said second game of chance is a game having a plurality of prize indicia being different than said first game indicia;

placing a wager;

operating said first game of chance by displaying at least one randomly selected first game indicia for each reel of said plurality of reels in said reel display;

operating said second game of chance in conjunction with said first game of chance and in a manner unrelated to any result occurring in said first game of chance by displaying at least one randomly selected prize indicia; and

awarding any prize award achieved in said second game of chance irrespective of any outcome in said first game of chance.

37. (Original) The method of Claim 36 wherein said prize awards are tangible goods.

38. (Original) The method of Claim 36 wherein said prize awards are goods and services.

39. (Original) The method of Claim 36 wherein said prize awards are registered as a point value.

40. (Previously Presented) A method of operating a video gaming machine, comprising the steps of:

providing a first game of chance with a first set of positions for a first set of game elements playable for a monetary award;

providing a second game of chance with a second set of positions for a second set of game elements, wherein said first set of positions are different from said second set of positions and said first set of game elements are different than said second set of game elements, said second game of chance has the potential ~~for~~ of achieving only a non-monetary prize award;

placing a wager;

operating said first game of chance;

operating said second game of chance in conjunction with said first game of chance and irrespective of any outcome in said first game of chance, provided said first wager is of at least a preset type; and

awarding any prize achieved in said second game of chance.

41. (Previously Presented) A method of operating a video gaming machine, comprising the steps of:

providing a first game of chance having a first set of positions for a first set of game elements which proceeds to a play ending conclusion for a monetary award;

providing a second game of chance having a second set of positions for a second set of game elements different from said first set of game elements, wherein said second set of positions is different from said first set of positions, and said second game of chance has the potential for achieving only a non-monetary prize award;

placing a wager;

operating said first game of chance;

operating said second game of chance in conjunction with said first game of chance irrespective of any result occurring in said first game of chance, where said second game of chance can provide an award on every operation thereof; and  
awarding any prize achieved in said second game of chance.

42. (Original) The method of Claim 40 wherein said preset type of wager is a threshold monetary amount.

43. (Original) The method of Claim 40 including the step of providing a card reader for reading cards provided to players belonging to a gaming consortium, and wherein said step of placing a wager includes reading a card if a card is used while placing said wager, and wherein said preset type of wager requires use of a card while placing said wager.

44. (Original) The method of Claim 41 further including the steps of providing an apparatus for printing a slip, and said step of awarding any prize includes printing a slip with said prize achieved indicated thereon.

45. (Original) The method of Claim 44 wherein the gaming machine has a printer as a part of the machine, said printer comprising said apparatus for printing a slip.

46. (Original) The method of Claim 44 wherein said apparatus is a printer located remotely from the gaming machine.

47. (Previously Presented) A game playing method comprising the steps of:  
providing a first game of chance with a first set of indicia playable on a first set of positions which proceeds to a play ending outcome;  
providing a second game of chance with a second set of indicia, different than said first set of indicia, playable on a second set of positions separate from said first set of positions, said second game of chance having the potential on every operation thereof for achieving only a prize award which is non-monetary;  
operating said first game of chance;  
operating said second game of chance in conjunction with said first game of chance irrespective of any outcome in said first game of chance; and  
determining any prize that may be achieved in said second game of chance.

48. (Cancelled)

49. (Original) The method of Claim 47 wherein said second game of chance is operated only once and at the beginning of the first game of chance.

50. (Previously Presented) The method of Claim 47 wherein said second game of chance is a game having a plurality of differing prize indicia, a preset number of said prize indicia being displayed in the course of said second game through a random selection, and said prize award is achieved through a predetermined association of said prize indicia.

51. (Original) The method of Claim 50 wherein there are a plurality of different prize awards.

52. (Original) The method of Claim 51 wherein said association is a match between a predetermined number of prize indicia.

53. (Original) The method of Claim 51 wherein said first game of chance is a card game and wherein said step of providing said first game of chance includes dealing a hand of cards to a player, and wherein said step of providing a second game of chance includes displaying said randomly selected prize indicia in a like number to said cards in said hand.

54. (Original) The method of Claim 53 wherein said card game is a five card poker game, and five randomly selected prize indicia are displayed.

55. (Original) The method of Claim 53 wherein said card game further comprises the step of dealing an opening hand of cards from which a player can choose to select cards to hold as well as select cards to discard, and wherein said second game of chance is operated only in conjunction with said opening hand, and said card game continues after said display of prize indicia.

56. (Original) The method of Claim 53 wherein said card game further comprises the step of dealing an opening hand of cards from which a player can choose to select cards to hold as well as select cards to discard, and displaying an opening display of prize indicia associated in a one to one correspondence with a card in said hand, each opening prize indicia being selected as well as discarded in accordance with its associated card, said card game including the further step of replacing any discarded card with another randomly selected card and said second game of chance including the step of replacing any discarded prize indicia with another randomly selected prize indicia.



57. (Original) The method of Claim 51 wherein said first game of chance is a slot game having a reel display with a plurality of reels having first game indicia thereon, and wherein said step of providing said first game of chance includes a display of randomly selected first game indicia for each reel, and wherein said step of providing a second game of chance includes displaying said randomly selected prize indicia in a like number to said reels.

58. (Original) The method of Claim 47 wherein said prizes are tangible goods.

59. (Original) The method of Claim 47 wherein said prizes are goods and services.

60. (Original) The method of Claim 47 wherein said prize award is registered as a point value.

61. (Original) The method of Claim 60 wherein a predetermined schedule of different prizes is provided with a prize being earned through achievement of a preset point value for each said prize.

62. (Original) The method of Claim 51 including the further step of providing a third game which is a bonus game, and wherein one of said plurality of different prize awards in said second game is the ability to operate said bonus game.

63. (Original) The method of Claim 47 including the further step of providing a player tracking system in which players are selectively enrolled, and wherein said second game of chance is only operated if a player is enrolled in said player tracking system.

64. (Original) The method of Claim 47 including the further step of providing a mechanism for registering a wager input for a player, and further including the step of requiring a wager input being placed by a player before operating said first game of chance.

65. (Original) The method of Claim 51 wherein said prizes are tangible goods.

66. (Original) The method of Claim 51 wherein said prizes are goods and services.

67. (Original) The method of Claim 51 wherein said prize award is registered as a point value.

68. (Original) The method of Claim 53 wherein said prizes are tangible goods.

69. (Original) The method of Claim 53 wherein said prizes are goods and services.
70. (Original) The method of Claim 53 wherein said prize award is registered as a point value.
71. (Original) The method of Claim 70 wherein a predetermined schedule of different prizes is provided with a prize being earned through achievement of a preset point value for each said prize.
72. (Original) The method of Claim 53 including the further step of providing a third game which is a bonus game, and wherein one of said plurality of different prize awards in said second game is the ability to operate said bonus game.
73. (Original) The method of Claim 57 wherein said prizes are tangible goods.
74. (Original) The method of Claim 57 wherein said prizes are goods and services.
75. (Original) The method of Claim 57 wherein said prize award is registered as a point value.
76. (Original) The method of Claim 75 wherein a predetermined schedule of different prizes is provided with a prize being earned through achievement of a preset point value for each said prize.
77. (Original) The method of Claim 57 including the further step of providing a third game which is a bonus game, and wherein one of said plurality of different prize awards in said second game is the ability to operate said bonus game.
78. (Previously Presented) A video game playing apparatus, comprising:  
a game display; and  
a first methodology operating a first game of chance for a monetary award and displaying said first game on a first position of said display;  
a second methodology operating a second game of chance which is different from said first game of chance, and displaying said second game on a second position of said display, wherein said first position is separate and distinct from said second position, said second game having the potential for achieving only

a non-monetary prize award, wherein said second methodology operates said second game in conjunction with said first game, said second game operating irrespective of any event having to occur in operating said first game, with a determination of any prize award that may be achieved in said second game irrespective of any outcome in said first game.

79. (Original) The apparatus of Claim 78 wherein said game display is a video monitor, and further including a CPU operating the apparatus including said video monitor according to a computer program, said computer program executing said first and second methodologies.

80. (Original) The apparatus of Claim 79 further including a wager input mechanism communicating with said CPU, said wager input mechanism registering a wager placed by a player, and said program includes a random number generating subroutine and an imbedded payable, said imbedded payable yielding payouts in accordance with said first methodology.

81. (Cancelled)

82. (Original) The apparatus of Claim 78 wherein said second game of chance is operated only once and at the beginning of the first game of chance.

83. (Original) The apparatus of Claim 79 wherein said second game of chance is a game having a plurality of differing prize indicia, a preset number of said prize indicia being displayed in the course of said second game through a random selection, and said prize award is achieved through a predetermined association of said prize indicia.

84. (Original) The apparatus of Claim 83 wherein there are a plurality of different prize awards.

85. (Original) The apparatus of Claim 84 wherein said association is a match between a predetermined number of prize indicia.

86. (Original) The apparatus of Claim 85 wherein said first game of chance is a card game and wherein said first methodology includes a random deal of a hand of cards to a player

which is shown on said display, and wherein said second methodology includes displaying said randomly selected prize indicia in a like number to said cards in said hand.

87. (Original) The apparatus of Claim 86 wherein said card game is a five card poker game, and five randomly selected prize indicia are displayed.

88. (Original) The apparatus of Claim 86 wherein the apparatus further includes a player command input mechanism, and said card game further comprises dealing an opening hand of cards from which a player can choose to select cards to hold as well as select cards to discard using said command input mechanism, and wherein said second game of chance is operated only in conjunction with said opening hand, and said card game continues after said display of prize indicia.

89. (Original) The apparatus of Claim 86 wherein the apparatus further includes a player command input mechanism, and said card game further comprises the step of dealing an opening hand of cards from which a player can choose to select cards to hold as well as select cards to discard using said command input mechanism, and displaying an opening display of prize indicia associated in a one to one correspondence with a card in said hand, each opening prize indicia being selected as well as discarded in accordance with its associated card, said card game including replacement of any discarded card with another randomly selected card and said second game of chance includes replacement of any discarded prize indicia with another randomly selected prize indicia.

90. (Original) The apparatus of Claim 85 wherein said first game of chance is a slot game having a reel display with a plurality of reels having first game indicia thereon, and said first game includes a display of randomly selected first game indicia for each reel, and wherein said step of providing a second game of chance includes displaying said randomly selected prize indicia in a like number to said reels.

91. (Original) The apparatus of Claim 84 wherein said prizes are tangible goods.

92. (Original) The apparatus of Claim 85 wherein said prizes are goods and services.

93. (Original) The apparatus of Claim 84 wherein said prize award is registered as a point value.

94. (Original) The apparatus of Claim 93 wherein a predetermined schedule of different prizes is provided with a prize being earned through achievement of a preset point value for each said prize.

95. (Original) The apparatus of Claim 84 including a methodology for playing a third game which is a bonus game, and wherein one of said plurality of different prize awards in said second game is the ability to operate said bonus game.

96. (Previously Presented) A gaming machine, comprising:

a display for displaying a first game of chance and a second game of chance, said first game of chance is played with a plurality of game elements and said second game of chance is played only with a plurality of non-monetary prize elements, said first and second games being displayed on a first and second position, respectively, on said display;

a wager input mechanism which registers a wager input by a player, said wager including registration of an amount bet;

an operating system including a first methodology for play of said first game of chance wherein each of said game elements has a game indicia thereon, and, a random selection mechanism randomly selects a subset of said plurality of game elements in play of said first game of chance; said operating system also includes a second methodology for play of said second game of chance wherein each of said prize elements has a prize indicia thereon, wherein said random selection mechanism randomly selects a subset of said plurality of prize elements in play of said second game of chance independent of any result occurring in said first game of chance, said first methodology determining an outcome of said first game of chance based upon combinations of said game indicia of said subset of said plurality of game elements and awarding any winnings, if any, per a paytable and said wager; said second methodology also determining an outcome of said second game of chance based upon combinations of said prize indicia of said subset of said plurality of prize elements and award a prize, if any, irrespective of any win in said first game.

97. (Original) The gaming machine of Claim 96 wherein said gaming machine is a video gaming machine, said display is a video monitor, and said operating system includes a CPU with a program having said methodology as part of said program, said program further driving said display according to said program, said random selection mechanism comprises a random number generating routine.

98. (Original) The gaming machine of Claim 97 wherein said plurality of game elements is a deck of cards.

99. (Original) The gaming machine of Claim 96 where said gaming machine is a slot machine, said game elements are reels, said display is a window viewing said subset of said plurality of game elements.

100. (Original) The gaming machine of Claim 98 wherein said first game of chance includes wild cards.

101. (Original) The gaming machine of Claim 98 wherein said first game of chance includes joker cards.

102. (Original) The gaming machine of Claim 96 wherein said second game of chance includes a bonus payout table.

103. (Original) The gaming machine of Claim 96 wherein said first game of chance is any game adapted for play in a wagering environment.

104 to 111 (Cancelled)

112. (Previously Presented) A method of operating a gaming machine, comprising the steps of:

placing a wager;

providing a first game of chance wherein said first game of chance is a card game employing a deck of cards and includes dealing a hand of cards to a player from said deck of cards;

providing a second game of chance operated at the beginning of said first game of chance and in conjunction with said first game of chance, wherein said second

game of chance is a game having a plurality of differing award indicia, wherein said award indicia are assigned to each card dealt from said deck of cards, displaying said award indicia of said hand of cards, wherein said second game of chance has the potential on every play thereof for achieving an award; and awarding any award achieved in said second game of chance.

113. (Previously Presented) A method of operating a gaming machine, comprising the steps of:

placing a wager;

providing a first game of chance wherein said first game of chance is a five card poker game and includes dealing a hand of cards to a player, wherein said card game further comprises the step of dealing an opening hand of cards from which a player can choose to select cards to hold as well as select cards to discard,

providing a second game of chance, said second game of chance is operated only in conjunction with said opening hand, wherein said second game of chance displays award indicia associated in a one to one correspondence with a card in said first game of chance hand, each award indicia being selected as well as discarded in accordance with its associated card, said card game including the further step of replacing any discarded card with another randomly selected card and said second game of chance including the step of replacing any discarded award indicia with another randomly selected award indicia; and awarding any award achieved in said second game of chance.

114. (Previously Presented) A method of operating a gaming machine, comprising the steps of:

placing a wager;

providing a first game of chance on a first position of said gaming machine wherein said first game of chance is a slot game having a reel display with a plurality of reels having first game indicia thereon, and wherein said step of providing said first game of chance includes a display of randomly selected first game indicia for each reel;

providing a second game of chance on a second position of said gaming machine separate and distinct from said first position, said second game of chance is operated only in conjunction with said first game of chance irrespective of said display of randomly selected first game indicia for each reel, wherein said second game of chance includes having a plurality of award indicia different from said first game indicia, a preset number of said award indicia being displayed in the course of said second game through a random selection, and said award is achieved through a predetermined association of said award indicia; and

awarding any award achieved in said second game of chance.

115. (Cancelled)

116. (Previously Added) The method of claim 114 wherein said second game of chance is a slot game having a reel display with a plurality of reels.

117. (Previously Added) The method of claim 114 wherein said first game of chance is a slot game having a video reel display.

118. (Previously Added) The method of claim 116 wherein said second game of chance is a slot game having a video reel display.

119. (Previously Added) The method of claim 117 wherein said second game of chance is a slot game having a video reel display.

120. (Previously Added) The method of claim 114 wherein said first game of chance is a slot game having a mechanical reel display.

121. (Previously Added) The method of claim 116 wherein said second game of chance is a slot game having a mechanical reel display.

122. (Previously Added) The method of claim 120 wherein said second game of chance is a slot game having a mechanical reel display.

123. (Previously Added) The method of claim 114 wherein said first game of chance is a slot game having a plurality of betting lines.



124. (Previously Added) The method of claim 114 wherein said first game of chance is a slot game having three slot reels.

125. (Previously Added) The method of claim 116 wherein said second game of chance is a slot game having three slot reels.

126. (Previously Added) The method of claim 114 wherein said first game of chance is a slot game having five slot reels.

127. (Previously Added) The method of claim 116 wherein said second game of chance is a slot game having five slot reels.